

**Abstract of the Disclosure**

An auto racing board game permitting use of popular 1/24 or 1/64 scale model racing cars as playing pieces, using a method to govern movement of these playing pieces is based the statistical probability of various possible results available when rolling popular, six sided dice, such that the probability of advancing to the winner's line is essentially equal for all playing pieces, and employing cards that are dealt to players and indicate winning and/or losing lanes.